# arts 2348

# digital media

UNIVERSITY OF TEXAS RIO GRANDE VALLEY | DIGITAL MEDIA | SPRING 2017

E. Corinne Whittemore Arts 2348-01 Office hours M 2-4pm and by appointment Room#: Faculty Suite elizabeth.mccormackwhittemore @utrgv.edu Project #1c: Animated Gif

#### The Project

Create an animated gif (250 x 250 pixels) in PhotoShop that represents you, either literally or in character/personality.

### The Objectives

To define digital media and begin building a vocabulary of terminology.

To begin exploring basic web-based animation/time-based media as a mode of artistic expression and communication.

To explore the relationship of type and image in communication.

To visit compositional structures in order to communicate feelings/ideas.

To establish control over flow and movement of a composition through use of hierarchies.

## The Software Skills (Adobe Photoshop)

Creating custom document sizes for web
Selecting File Formats/ Saving/ Backing up Files
Navigating and utilizing Timeline options
Begin to explore time-based media
Continued exploration of Layers, Type and Color Palettes
Continue exploring Fill and Adjustment Layers

#### The Elements

Your gif should measure 250 x 250 pixels at 72 ppi and must include the following elements:

Your end frame must be your name, a nick-name, or a personalized logo or icon that represents you.

Set your animated gif to repeat at least twice, but no more than 3 times.

Note: These elements are minimum. You may always add more instances and use repetition to communicate your overall feel.

#### The Process

#### **Complete In-Class Exercise**

https://gyf.us/#/

#### Review and/or Add to Your Brainstorming List

(the information you used to create your Bio paragraph and Bio Pic).

**Gather Your Images**—take photos (with your phone/digital camera) or scan—or create any images you are wanting to use in your design and bring them with you to next class.